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Clothing Club Demonstration--Building a Team Demonstration, Buttonholes : Extension Circular 4-22-2

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Revised
1924Nebraska
COOPERATIVE EXTENSION WORK
IN AGRICULTURE AND HOME ECONOMICS
U. of N. Agr. College & U. S. Dept. of Agr. Cooperation
W.H. Brokaw, Director, Lincoln.Extension
Circular
4-22-2

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CLOTHING CLUB DEMONSTRATION DEC 9 1970
Building a Team Demonstration

BUTTONHOLES

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Team Demonstrations in a community are one of the best methods for interesting others, as well as the club members, in some of the better clothing practices. It is the purpose of each problem to interest the members in adopting good practices, which will make home sewing and appropriate dressing a pleasure.

In the Clothing Club there are a variety of topics which may be used to make interesting, attractive and worth while demonstrations. This circular will give ideas for building a demonstration, based upon the making of buttonholes. The general plan followed here may be altered to be used for building any other type of demonstrations. Suggestions will be sent to the club to assist in planning some other demonstrations, but clubs are urged to develop their own ideas and originate demonstrations which they feel would be helpful to others. Among topics which may be selected are the following.

- Use and Care of the Sewing Machine,
Based on Problem II.
- Attractive Kitchen Aprons,
Based on Problem IV.
- Possibilities of the Bungalow Dress Pattern,
Based on Problem V.
- Practical Towels for Daily Use,
Based on Problem VI and IX.
- Making and Use of Seams, Plackets and Hems,
Based on Problems I, IV, V, VII, X.
- Selecting, Testing, Altering and Using Patterns,
Based on Problems V and VIII.
- Making Attractive Collars and Cuffs,
Based on Problem VIII.
- Use of Sewing Machine Attachments,
Based on Problem IX.
- Short Cuts in Sewing,
Based on Problem IX.
- Decorative Stitches and Their Application,
Based on Problem IX.
- Children's Clothing,
Based on Problem IX.
- Selecting Becoming Clothes,
Based on Problems III, IV, V, VII, VIII, X.
- Planning a Girl's School Clothes,
Based on Problems VIII and X.
- Middies for Every Girl,
Based on Problem X.
- Planning a Wardrobe,
Based on Problem XI.
- Care of Clothing,
Based on Problem XII.

Doing the Family Mending,
Based on Problems XI and XII.
Planning and Making an Afternoon Dress.
Based on Problem XIII.
Transposing old Garments into New Ones.
Based on Problem XIV.
Making the School Hat.
Based on Problem XV.

Some of the demonstrations listed would not take over 10 to 15 minutes but nevertheless could be given with profit locally. The demonstrations that are planned for the State Fair, are to be 25 to 30 minutes in duration. They should be "peppy" and each step be clearly shown and explained. If a demonstration table is used have it clear at the beginning and at the close. Keep all supplies in order thruout. Each leader will find the circulars "Club Demonstration" (O-05-2) and "Score Card for Team Demonstration" (O-08-2) contain helpful suggestions, also the circular on "Cutting and Using Bias". (4-2162)

The buttonhole demonstration is a good one for a club meeting. ~~Then~~ it the members will begin to understand what is meant by a "team demonstration". This demonstration could profitably be given early in the month, when Problem III is being studied. In July the demonstration on Bungalow Dresses, Kitchen Aprons, or any other topic may be begun for the State Fair. This will give the club and team time for practice and study before the state and county fairs.

The Team Work.

In a demonstration there are usually two people, A and B, who do the work, with an alternate who is able to fill the place of either should there be a vacancy at any time. The work is planned so that A and B are both busy and one member is speaking all of the time. If any part of the demonstration lags the audience will lose interest. One test of a good demonstration is - does it hold the interest of the audience.

Teams give more interesting demonstrations where they do not memorize their parts. A valuable point for the demonstrator to keep in mind is that the speaker explains about the thing that is being done at that time. The best demonstrators plan to talk about each article and process just as it is touched or done.

After the team and the demonstrators have been selected, several practices with study on the individual parts at home, will help the team to do good work. Frequently teams at first hold "play practices". By this we mean they will go thru their parts as tho they had all of their material. This simplifies the practice and helps them to become more familiar with what they wish to say. Each member of the team will want to be familiar with making buttonholes and be able to make good ones. Nothing will help a demonstrator so much as to talk from experience.

It will also help if the one speaking will have more to say than there is time in which to say it, for often the speaker will forget some of the points that were planned.

Planning the Demonstration

In planning the work of the team decide upon the main topics to be emphasized in the demonstration selected and then keep adding and adding to the plan as different suggestions come to the minds of the club members.

A good way to build a demonstration is to ask first "What points do we want to emphasize?" and second "How can we explain and illustrate the points to make them clear?" The team will want to keep the points in logical order. Use
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ideas from any of the problems or any other sources, which will add to the demonstration. It is well to remember that each step or part of a step should be kept simple enough so the audience will grasp it quickly.

To have the audience see what you are doing, use a coarse cloth, such as burlap, so the threads of it can easily be seen across the room. A darning needle and bright yarn will show better than a small needle and thread.

Garments which have excellent buttonholes made by the team or other members of the club should be handed to the audience for their inspection. Both the fan and the barred ends may be displayed.

Suggested Chart for Order of Demonstration

A (Talks)	B
Introduce Team.	Place supplies conveniently for A.
Tell of purpose and plan of demonstration.	Hold material for A to use.
Location and cutting of buttonholes.	Remove supplies.
Selection of thread.	
Stranding and overcasting.	
Buttonhole stitch.	
B (Talks)	A
Blanket stitch	
Sewing on buttons.	Hand and remove supplies for B.
A (Talks)	B
Summarize steps	Puts away all supplies
Closes demonstration	

Suggestions for A's Part of the Demonstration

1. Lead in short club song.
2. Introduce team mate and self, telling who you are, where you are from, and some of the achievements of your club.
3. Tell plan of demonstration, for example, "In our third problem we have learned how to make buttonholes, so today we want to show you how we locate them on the garment, methods we use for cutting them, the stranding," etc.
4. Explain and show how to locate and cut buttonholes, how to do the various kinds of stranding, the overcasting, and the buttonhole stitch. Use pages 20 and 21 of Problem III for this.
5. While B talks hand and remove supplies for her.
6. Summarize steps which have been explained.
7. Close demonstration by telling value of club work to members and the community, May end with an appropriate quotation or song.

Suggestions for B's Part of the Demonstration

1. Assist in opening song.
2. Hand, hold and remove supplies for A.
3. Explain and show how to make blanket stitch, page 22 of problem III.
Compare this with buttonhole stitch.
4. Sew on buttons.
5. Put away all supplies.
6. Assist in closing the demonstration.

(Prepared by Mary-Ellen Brown)